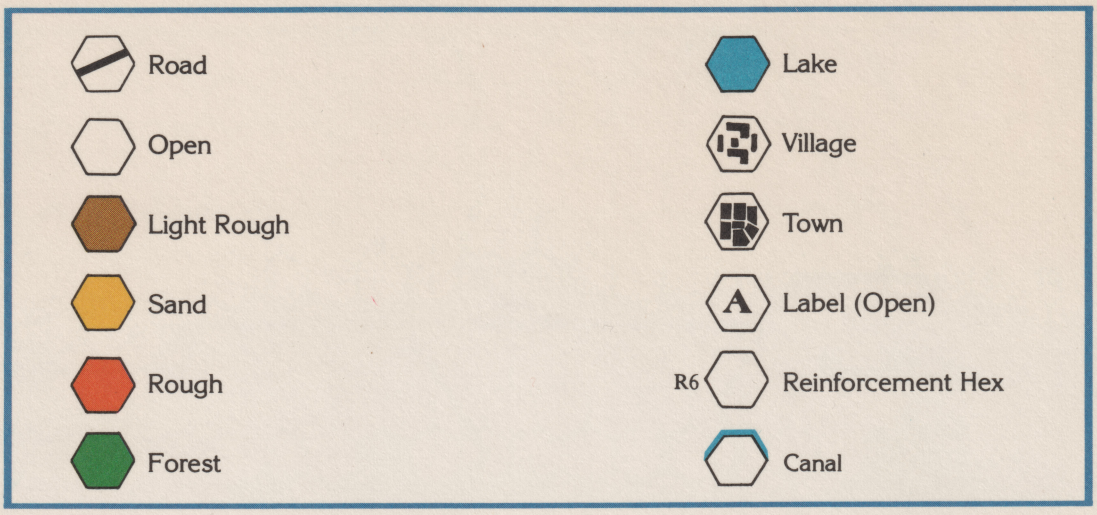
TERRAIN KEY



REINFORCEMENT SCHEDULE

In both scenarios the following reinforcements will be brought into play.

Israeli Reinforcements

Turn 3:

R1: 3 Tanks
1 Halftrack

R2: 3 Tanks
1 APC
3 SPG's
1 Recon unit

Turn 4:

R1: 3 APC's

Turn 8:

R1: 3 Halftracks

Turn 10:

R1: 3 Tanks
1 Halftrack

Egyptian Reinforcements

Turn 3:

R8: 3 Tanks
1 KATSH

Turn 4:

R8: 2 BDM's
1 ARTLY

Turn 5:

R8: 3 Tanks

Turn 9:

R3: 6 Tanks
1 BDM

Turn 10:

R4: 3 BDM's
1 ARTLY

Turn 11:

R7: 3 Tanks
3 BDM's
1 ARTLY
1 KATSH

Turn 13:

R5: 3 BDM's
1 ARTLY

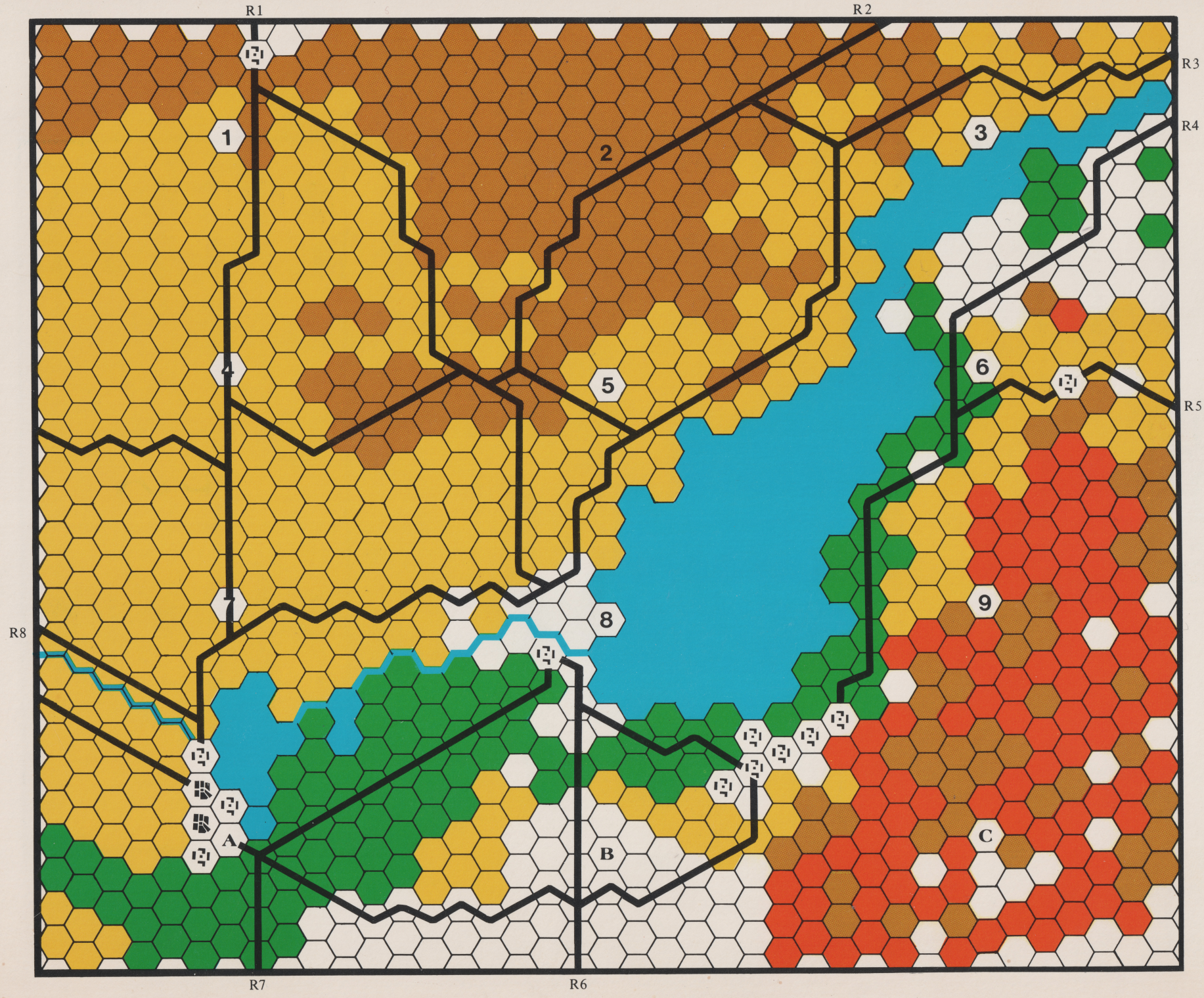
Turn 14:

R6: 3 TANKS
3 BDM's

ISRAELI AIRSTRIKES

The Israeli player has a number of airstrikes available to him during the game.

On day 1 (turns 4-7) : 0 or 1 airstrikes
On day 2 (turns 11-13) : 1 or 2 airstrikes
On day 3 (turns 16-19) : 2 or 3 airstrikes


R1
R2
R3
R4
R5
R6
R7
R8
1
2
3
4
5
6
7
8
9
A
B
C